

APPLICANT(S): BURR, Jeremy  
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### AMENDMENTS TO THE CLAIMS

Please add or amend the claims to read as follows, and cancel without prejudice or disclaimer to resubmission in a divisional or continuation application claims indicated as cancelled:

**1. (Currently Amended)** A mobile device, comprising:

a memory to store an installed application software package chosen by a user of the mobile device to be installed on the device and a device list including devices having the same installed application software package, said device list including a routing table to said devices, wherein the application software package enables users of a mobile ad-hoc network having the same application software installed on their devices to share and operate the installed application software of each other via a subset of the ad-hoc network which includes only devices with the same installed application software package; and

~~a processor programmed to establish the mobile ad-hoc network of mobile devices capable of communicating with each other and to construct a routing list of only a said subset of the ad-hoc network of the mobile devices of the ad-hoc network that include said installed application software package based on the routing table, wherein a route of the routing table is determined according to a cost of routing and includes a direct or indirect route to an intended device of said subset of the ad-hoc network the processor is able to establish, within said mobile ad-hoc network, a sub-network of the mobile devices having installed therein said application software package, according to said routing list.~~

**2. (Previously Presented)** A mobile device according to claim 1, wherein the application software package comprises a game, the sub-network includes at least a sub-network of the game users, and the routing list includes one or more routes to the one or more other mobile devices including users of the application software package.

**3. Canceled**

4. (Currently Amended) A mobile device according to claim [[3]] 1, wherein the routing table is designed to store a route to at least one other reachable device including the application software package.

5. (Currently Amended) A mobile device according to claim 1, comprising:  
~~wherein the a receiver is able to receive from a second mobile device~~  
another routing list of other devices having the application software reachable from said second mobile device.

6. (Canceled)

7. (Currently Amended) A method comprising:  
entering a mobile ad-hoc network and informing a device of the mobile ad-hoc network about an installed application software package;  
updating a device list with devices having the same installed application software package, wherein the device list includes a routing table having routes to devices having the same installed application software package  
~~establishing a mobile ad-hoc network of two or more mobile devices capable of communicating with each other, at least some of which include an installed application software package wherein the installed application software package is chosen by a user to be installed on a mobile device and the application software package enables users of a mobile ad-hoc network having the same application software installed on their devices to share and operate said installed application software of each other via communications within the ad-hoc network; and~~  
establishing a sub-network of only a subset of the mobile devices that have installed therein said application software package based on the routing table wherein, a route of the routing table is determined according to a cost of routing and includes a direct or an indirect route to an intended device of said sub-network.

8. (Previously Presented) A method according to claim 7, further comprising:

installing the application software package, wherein the installing includes installing a game;

establishing the sub-network, wherein the establishing includes establishing a sub-network of said game users; and

establishing a communications channel between a first device of a first user of the game and second device of a second user of the game that have installed therein the application software package.

9. **(Previously Presented)** A method according to claim 8, further comprising:

receiving a list of devices of users of the game reachable from the second device, the list including a third device having the software application; and

establishing a communications channel from the first device through the second device to the third device.

10. **(Original)** A method according to claim 9, further comprising sending messages from the first device to the second device, to be relayed to the third device.

11. **(Original)** A method according to claim 10, wherein sending messages from the first device to the second device includes specifying a path from the first device to the third device.

12. **(Original)** A method according to claim 9, wherein establishing a communications channel from the first device through the second device to the third device includes establishing a communications channel from the first device through the second device to the third device without regard for any alternative route from the first device to the third device.

13. **(Previously Presented)** A method according to claim 9, comprising determining whether the third device has installed therein the application software.

14. **(Previously Presented)** A method according to claim 9, wherein receiving a list of devices reachable from the second device includes receiving an indication that the third device includes the application software.

15. **(Original)** A method according to claim 9, further comprising changing the communications channel from the first device through the second device to the third device to an alternative communications channel if the alternative communications channel has a lower cost than the communications channel.

16. **(Original)** A method according to claim 8, further comprising:  
receiving a list of devices reachable from the second device; and  
forwarding the list of devices to a third device within range of the first device.

17. **(Previously Presented)** A method according to claim 16, wherein receiving a list of devices reachable from the second device includes receiving a list of devices having the application software reachable from the second device.

18. **(Currently Amended)** An article comprising:  
a storage medium, said storage medium having stored thereon instructions that, when executed by a computing device, result in:

entering a mobile ad-hoc network and informing a device of the mobile ad-hoc network about an installed application software package;

updating a device list with devices having the same installed application software package, wherein the device list includes a routing table having routes to the devices with the same installed application software package

establishing a mobile ad-hoc network of two or more mobile devices capable of communicating with each other, at least some of which include an installed application software package wherein the installed application software package is chosen by a user to be installed on a mobile device and the application software package enables users of a mobile ad-hoc network having the same application

~~software installed on their devices to share and operate said installed application software of each other via communications within the ad-hoc network; and~~

establishing a sub-network of only a subset of the mobile devices that have installed therein said application software package based on the routing table wherein, a route of the routing table is determined according to a cost of routing and includes a direct or an indirect route to an intended device of said sub-network.

19. (Previously Presented) An article according to claim 18, wherein the storage medium has further stored thereon instructions, that, when executed by the computing device, result in:

installing application software which includes at least a game and wherein establishing the sub-network includes at least establishing a sub-network of said game users; and

establishing a communications channel between a first device of a first user of the game and second device of a second user of the game that have installed therein the application software package.

20. (Previously Presented) An article according to claim 19, wherein the storage medium has further stored thereon instructions, that, when executed by the computing device, result in:

receiving a list of devices reachable from the second device, the list including a third device having the software application; and  
establishing a communications channel from the first device through the second device to the third device.

21. (Original) An article according to claim 20, wherein the storage medium has further stored thereon instructions, that, when executed by the computing device, result in sending messages from the first device to the second device, to be relayed to the third device.

22. **(Original)** An article according to claim 21, wherein sending messages from the first device to the second device includes specifying a path from the first device to the third device.

23. **(Original)** An article according to claim 20, wherein establishing a communications channel from the first device through the second device to the third device includes establishing a communications channel from the first device through the second device to the third device without regard for any alternative route from the first device to the third device.

24. **(Previously Presented)** An article according to claim 20, comprising determining whether the third device has installed therein the application software package.

25. **(Previously Presented)** An article according to claim 20, wherein receiving a list of devices reachable from the second device includes receiving an indication that the third device includes the application software package.

26. **(Original)** An article according to claim 20, further comprising changing the communications channel from the first device through the second device to the third device to an alternative communications channel if the alternative communications channel has a lower cost than the communications channel.

27. **(Original)** An article according to claim 19, wherein the storage medium has further stored thereon instructions, that, when executed by the computing device, result in:

- receiving a list of devices reachable from the second device; and
- forwarding the list of devices to a third device within range of the first device.

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28. **(Previously Presented)** An article according to claim 27, wherein receiving a list of devices reachable from the second device includes receiving a list of devices having the application software reachable from the second device.